

STAR SOLDIER

SPACE MERCENARY

you earn your weapons and
shields the hard way
... you kill for them.

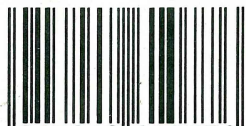
Icon controlled, you fill your utility belt,
scan the galaxies and choose from 100
offensive missions. It's all hot action with
16 directional firing mode.

Options include 4 weapons, explosives, grenades, warp
units and smart bombs. Programmed by Kyle Hodgetts.
Arcade action. Mean, fast and tough.



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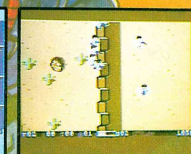
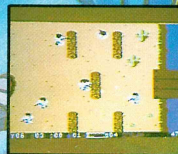
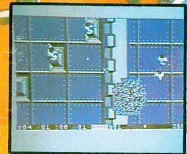
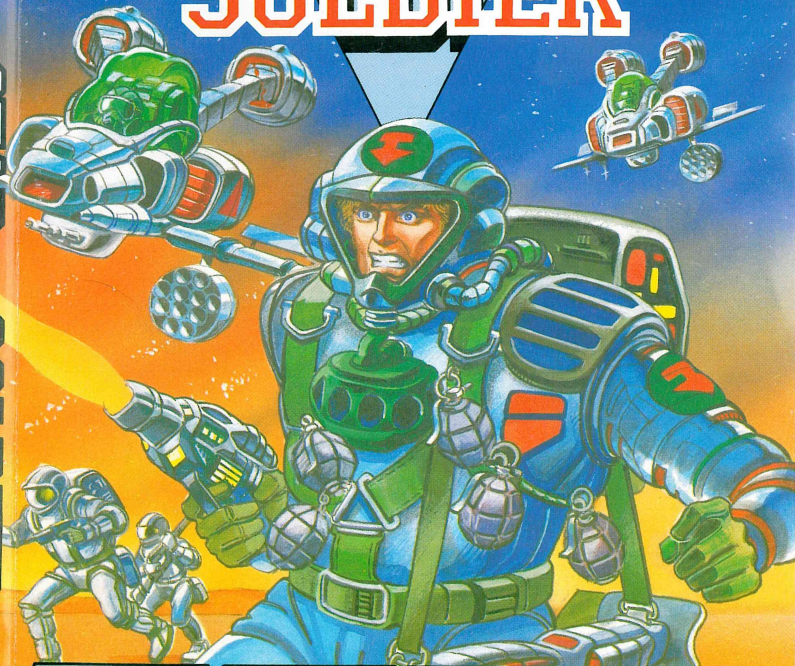
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STAR
SOLDIER

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STAR SOLDIER

CBM 64



STAR SOLDIER by KYLE HODGETTS

The story so far . . .

To earn more money you need greater firepower. To buy more weapons you need more money.

You have over 100 different scenarios . . . Before you can select a mission you must first select your weapons. How much you can buy and the type of weapon depends on how much money is in your kitty. Even rank costs money in this man's army!

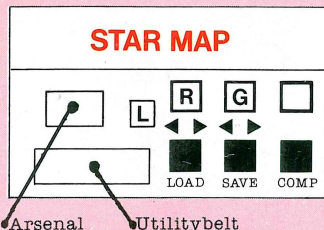
Playing the Game

There are 4 types of weapon and 16 rankings. Move the cursor to the arrows under window R and press fire. To the left increases rank - if you can afford it, and right lowers it, which gets your money back.

Remember the rewards are greater for higher ranks. Choose your gun in the same way. They have different firepower and different effects. The more powerful costing more. Use the arrows under window G.

You fill your utility belt by choosing the armaments from the arsenal. Move the cursor to the belt and press fire to bring up an empty slot. Then scroll the weapons by using the arrows to the sides of the arsenal window. Press fire when you have selected your energy pack or grenade and so on. Watch your cash reserve and make sure you have enough smart bombs and energy cassettes. The dynamite blasts down walls and warp drives get out of sticky situations fast. Your belt has 29 slots. You can fast fill your belt using window L and pressing fire.

Screen One



COMPUTER MODE

To get back to your utility belt press 'exit'
Position the cursor over the options and press fire

LOAD = load an old game

SAVE = save your game so far, it will cost you 500 credits, however.

COMP = gets you into computer mode.
Move cursor and press fire.

JOBS = shows all missions waiting to be done
left and right on joystick scans the list

EXAM = examine a planet in view. Move box cursor over planet until cursor changes and press fire

MOVE = joystick moves the map around

GO = sends you to the planet you are viewing, either in EXAM or JOBS

Once on a planet it's up to you to reach the objective and make it back. Watch your energy reserves and ammunition. Running and firing use up energy. You can pick up items left by the enemy, take care - some are booby traps . . . go, go, go.



Credits: a random amount, depending on the planet.



Temporary shield: activate for 10 seconds but you lose energy units. White means shields are on, they flash when about to go off.



Energy hot spot: stand on them for as long as you dare to refuel your energy bank.



Surprise energy gain or loss:



POW: enables your guns to blast through objects.

Information modules across the bottom of the screen show: energy bombs, dynamite, warp units, grenades, energy cassettes, POW, dynamite fused, shields, credits.

GAME CONTROLS

Joystick, port, controls running and firing.

Space bar = throw grenade

Run/Stop = Pause, repeat to restart

CTRL = lay explosives

C< = Smart bombs



= escape to base